NES-3A-USA

AMERICAN GLADIATORS™

Ⓣ

GAMETEK®

Instruction Manual

The Battle of the Weekend Warriors!

Welcome to the Wild World of Sports. Fight or flight?...The American Gladiators™ are ready to square off, and frankly they don't believe you're up to the challenge. It's up to you to prove them wrong! So if you think you're good, you better be great...'Cause these guys are BAD.

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Nintendo

ENTERTAINMENT SYSTEM®

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AMERICAN GLADIATORS™

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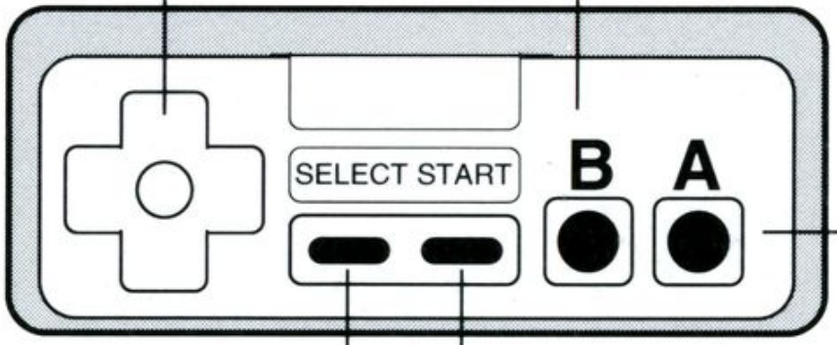
HOW TO USE THE CONTROLLER

▶CONTROL PAD

Press the arrowed tips:

UP or DOWN to:
- make selections
- climb, crawl, or move up or down

LEFT or RIGHT to:
- make selections
- climb, crawl, or move right or left



▶B BUTTON

IN JOUST: thrust + 1 step
IN WALL: moves left hand
IN ASSAULT: picks up weapon
IN POWERBALL: picks up ball or places it in basket

▶SELECT BUTTON

- makes selections

▶START BUTTON

- confirms selections
- starts the game
- pauses the game

▶A BUTTON

IN JOUST: jumps and thrusts
IN WALL: moves right hand
IN HUMAN CANNONBALL: jumps in direction you're facing and releases grip on rope
IN POWERBALL: picks up ball or places it in basket
IN ASSAULT: fires weapon
IN ELIMINATOR: jumps and releases bike or rope

*See individual game descriptions for more details.

SETTING UP THE GAME

▶Loading

1. Make sure the power switch is OFF.
2. Insert the *American Gladiators*™ cartridge as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.
3. Turn the power switch ON.

You'll first see The American Gladiators title and credit screen. Wait a few seconds to view other credit screens or press the START BUTTON for an awesome group-shot of the American Gladiators on the PLAYER SELECTION screen.

▶Selecting Number of Players

Press the UP/DOWN ARROWS or the SELECT BUTTON to make your selection. Then press START or the A BUTTON.

In a 2-player game each player takes turns playing. Your turn is over after you lose all 5 lives or when you complete an event. Then it's the next player's turn. Once you've completed levels 1 or 2 (*see Completing Events and Levels*, below), you can continue even if you've lost all of your lives.

▶ Entering your Password

After you've selected the number of players, you'll have the option of entering a password. The password will allow you to start at a level other than the beginning level. You will receive your passwords only when you've completed certain levels. Write these passwords down.

To enter a password press the UP/DOWN ARROWS or the SELECT BUTTON to select "PASSWORD." If you wish to start at the first level, simply press the START or A BUTTON to go to the GAME SELECTION SCREEN. Otherwise, use the A and B BUTTONS to enter your password.

▶Selecting your Events

Once your player numbers and passwords have been entered, you'll advance to the EVENT SELECTION SCREEN.

TO SELECT AN EVENT, press any ARROW KEY or the SELECT KEY until the event you want is highlighted. For details on playing each individual event, see the following sections.

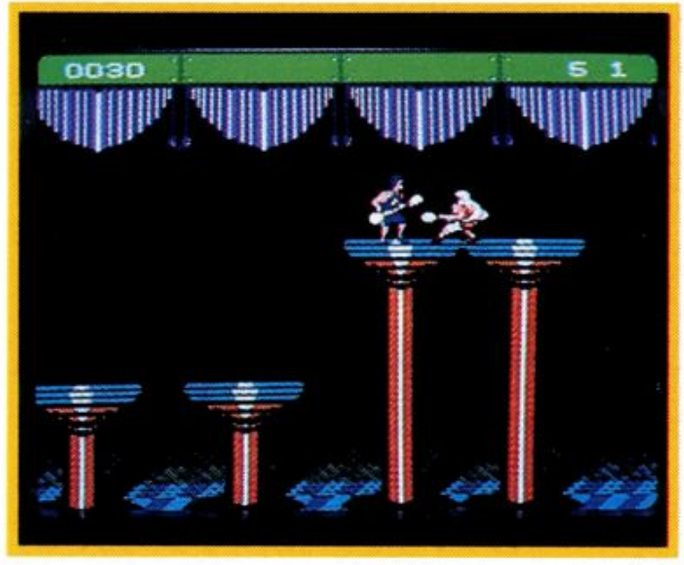
▶Completing Events and Levels.

There are five events and four levels plus the final event. You normally get five lives (unless you key in more lives with a password, see *Entering your Password*, above.)

Once you've completed levels 1 or 2, you can continue even if you've lost all of your lives. The game is over when all lives are used up or when the player completes all the events and levels.

For more information about the four levels, see *ELIMINATOR*, page 13.

JOUST™



THE OBJECT: To knock your opponent off the pedestal.

HOW TO PLAY: Jump from pedestal to pedestal, jousting with every opponent you encounter with your pugel stick.

To thrust your pugel stick — press BUTTON A.
To thrust your pugel stick and take step forward — press BUTTON B.
To jump from pedestal — press BUTTON A.

To finesse your thrusts follow these instructions:

For a middle thrust — press BUTTON A or B.
For a low thrust — hold down the DOWN ARROW and press BUTTON A or B.
For a high thrust — hold down the UP ARROW and press BUTTON A or B.
To block — hold the LEFT ARROW and press BUTTON A or B.

SPECIAL TRICKS: Watch for SUPER PUGEL sticks thrown up by the audience — they're SUPER powerful if used before your opponent can knock the power out of them.

SCORING: 5 points for every gladiator you knock off a pedestal.

WALL™

THE OBJECT: Climb the wall as fast as you can.

HOW TO PLAY: Climb the wall watching out for obstacles and other gladiators. You must keep your hands on the handholds at all times. Failure to do so will result in falling off the wall.

To grab with your right hand — press BUTTON A.
To grab with your left hand — press BUTTON B.
To move sideways — press the RIGHT or LEFT ARROWS while working your "hands."
To move up or down — press the UP or DOWN ARROWS while working your "hands."

To make hands level — Press the DIAGONALS on the CONTROLLER ARROWS, moving one hand towards the other.

SPECIAL TRICKS: If you can find and pick up the power gloves, you can move even faster. Also, if you play this event two-handed — with the first two right-hand fingers on BUTTONS A and B and your left thumb on the CONTROLLER ARROWS — you'll be able to move much more quickly.

SCORING: Points are awarded for distance climbed.

HUMAN CANNONBALL™

THE OBJECT: To knock the other gladiator off his pedestal by flying — full force — into him.

HOW TO PLAY: Jump from the platform and grab the swinging rope. Then — at just the right moment — let go of the rope and slam into your opponent to knock him off. It takes perfect timing. And perfect timing takes practice.

To jump — press BUTTON A. To release grip on rope — press BUTTON A.
To climb or descend rope (with power gloves) — press the UP or DOWN ARROWS.

SPECIAL TRICKS: If you can find and pick up the power gloves, you can move up and down the rope to grab the trophy (worth an extra life) at the top of the rope.

SCORING: 5 points for each gladiator you knock off his block.

POWERBALL™

THE OBJECT: To stuff as many balls as you can into the baskets on the court before time runs out.

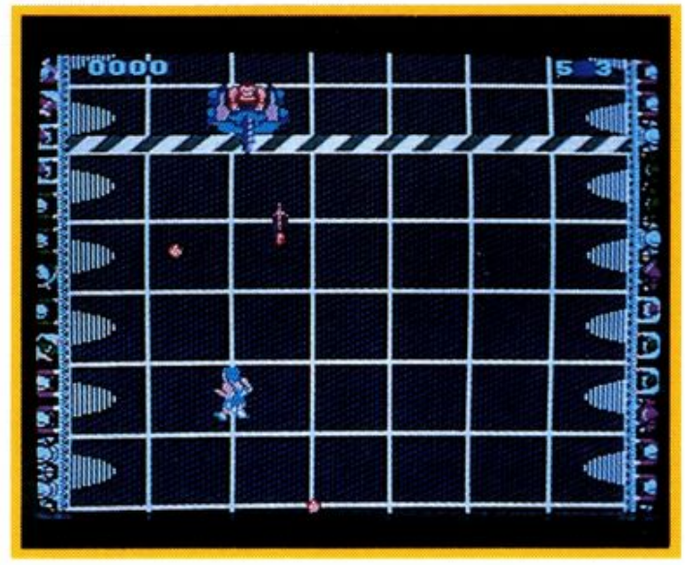
HOW TO PLAY: Grab a ball from the trough and try to stuff it in a basket. You must alternate baskets. Avoid as many gladiators as you can — they'll try to slow you down and knock the ball away from you.

To pick up a ball — press BUTTON A.
To drop the ball — press BUTTON A.

SPECIAL TRICKS: If you can get a ball in all five of the baskets, you'll earn an extra life.

SCORING: 10 points for each ball you get in a basket.

ASSAULT™



THE OBJECT: To reach the finish line before your time runs out. Or to shoot your opponent until he explodes.

HOW TO PLAY: Dodge bazooka'd tennis balls as you traverse your way up the playing field. Then look for weapons near the barricades - and grab them. Use the weapons to assault the gladiator — but be careful... He'll try and shoot them right out of your hands!

To pick up a weapon — press BUTTON B.
To fire a weapon — press BUTTON A.

SPECIAL TRICKS: If you can blast away the gladiator without ever getting hit, you'll receive an extra 50 points (a total of 100 points.)

SCORING: 10 points for every direct hit to the gladiator and 50 points when he finally falls.

▶ GETTING THERE

There are five events in each level: JOUST, WALL, HUMAN CANNONBALL, POWERBALL, and ASSAULT. Once you've completed all five you will advance to the next level of play.

There are four levels of play. They are: PRELIMINARY, QUARTERFINAL, SEMIFINAL and FINAL ROUNDS. Once you have completed all five games in all four levels you will be allowed to advance to the ELIMINATOR round.

The ELIMINATOR is the most challenging and treacherous of all events. And only the very strongest can even begin to play it. There are actually four parts to completing the ELIMINATOR event: I-BEAM JUMPS, HAND BIKE RIDES, CONVEYOR BELTS and ZIP-LINE. The controller directions differ slightly in each part.

THE I-BEAMS™

THE OBJECT: Jump across I-BEAMS avoiding medicine balls.

HOW TO PLAY: Jump from I-BEAM to I-BEAM.

To jump — press BUTTON A.
To jump right or left — Hold down the RIGHT or LEFT ARROW while pressing BUTTON A.
To crouch — press the DOWN ARROW.

SPECIAL TRICKS: To avoid being knocked off balance by flying medicine balls, press the DOWN ARROW to crouch when a ball is about to hit you. (If hit while in mid air, press the DOWN ARROW while landing to quickly regain your balance).

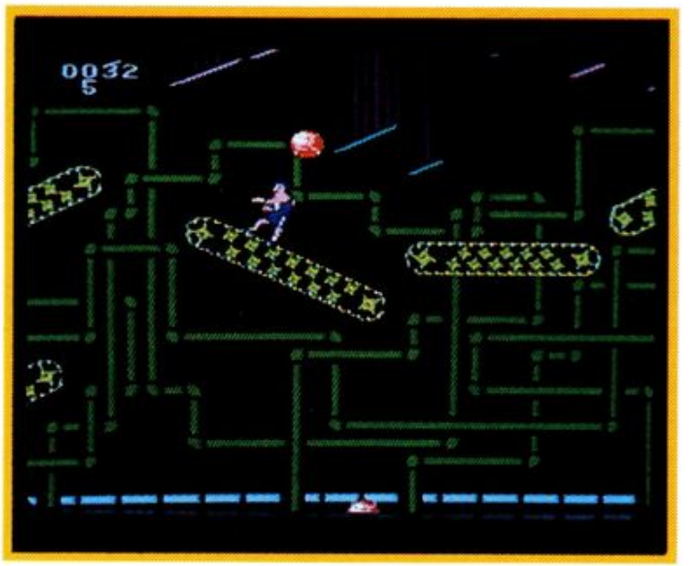
THE HAND BIKE™

THE OBJECT: To pedal as fast as you can to the next event while dodging medicine balls.

HOW TO PLAY: Grab the bike and pedal.

To grab bike — Jump by pressing BUTTON A.
To pedal right or left — Repeatedly press the CONTROL PAD ARROWS right and left.
To let go of bike — Press BUTTON A.

THE CONVEYOR BELTS™



THE OBJECT: Jump across conveyor belts avoiding medicine balls.

HOW TO PLAY: Jump from conveyor belt to conveyor belt.

To jump — press BUTTON A.

To jump right or left — Hold down the RIGHT or LEFT ARROW while pressing BUTTON A.
To crouch — press the DOWN ARROW.

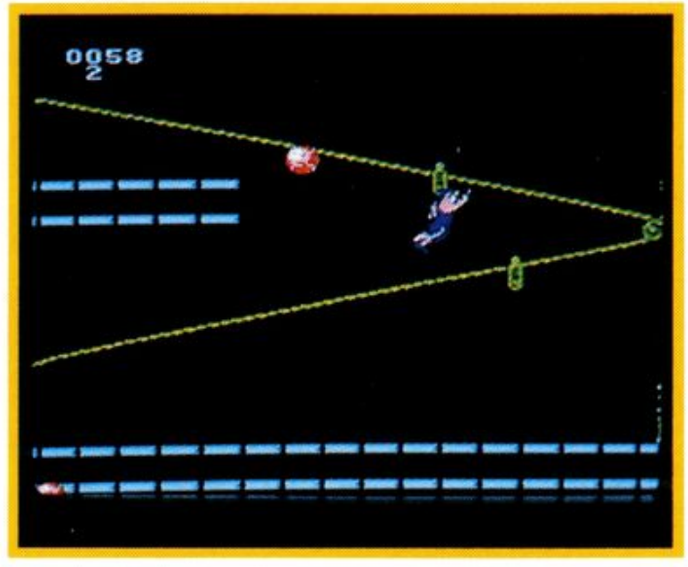
SPECIAL TRICKS: Avoid flying medicine balls the same way you do in the I-BEAM part (see above).

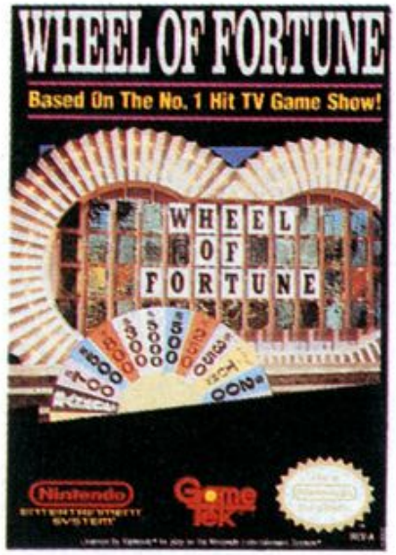
THE ZIP-LINE™

HOW TO PLAY: Jump from rope to rope. This is the final event.

To let go of rope slide — Press BUTTON A.
To fall RIGHT or LEFT — Press the RIGHT or LEFT CONTROLLER ARROW.

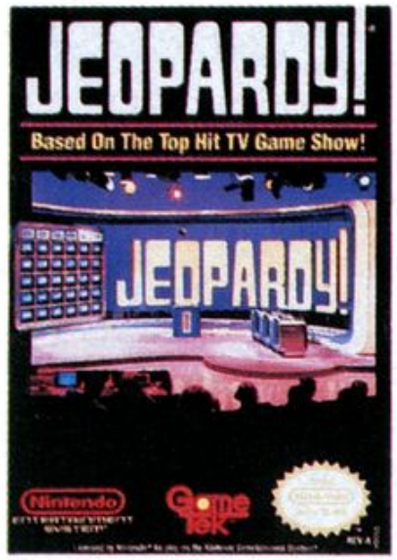
SCORING: Points are awarded for distance traveled.





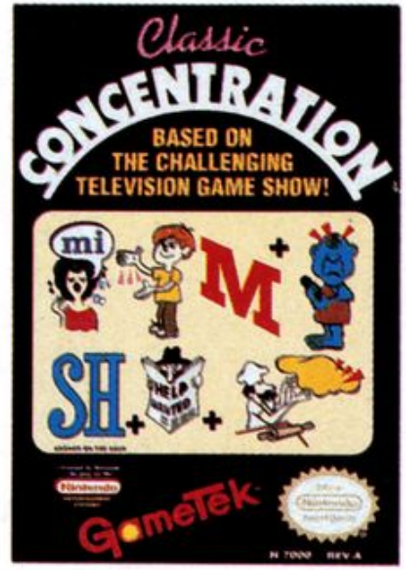
Wheel of Fortune®

The highest-rated game show in TV history makes for exciting Nintendo game play. Spin the wheel, guess the letters and watch the pretty hostess reveal the words. Hours of family challenges! Hours of family fun!



Jeopardy!®

Be the first to press the buzzer and the "cash" is yours. With almost 2,000 "answers" just waiting for your "questions," this Nintendo version of the second-highest-rated TV game show is great fun and a great challenge!



Concentration™

Test your skill and memory as you try to match the prizes behind the numbers, then guess the rebus on the gameboard. This exciting game is one of the most popular, long-running shows on TV. It's great fun for the whole family!

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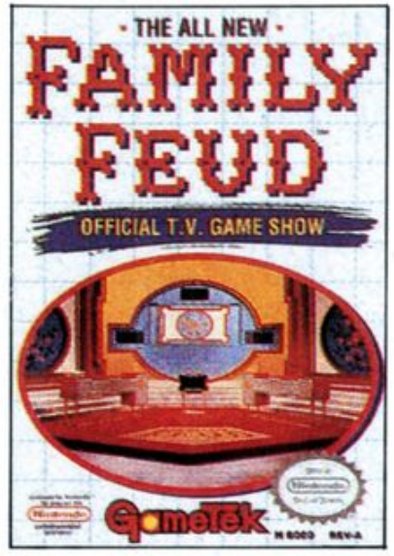
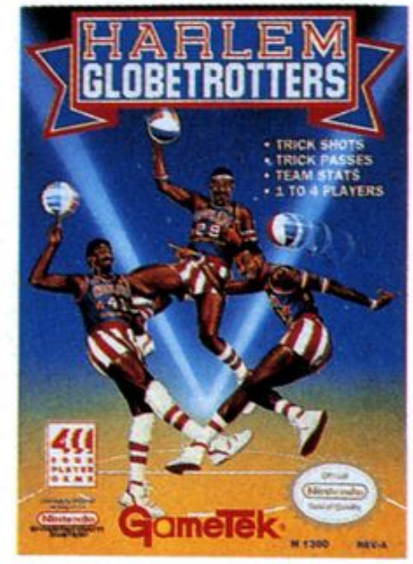


Family Feud™

The whole family gets to pick the most popular answers to some usual and unusual questions! Then go for the big bucks in the final round. This high-action game plays just like the popular TV game show.



Harlem Globetrotters®

All the action and challenge you'd expect from a basketball game, PLUS the incredible trick shots and eye-catching passing that the Harlem Globetrotters have made famous over the past 65 years.

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The exciting new line of personal productivity paks for your Game Boy™.

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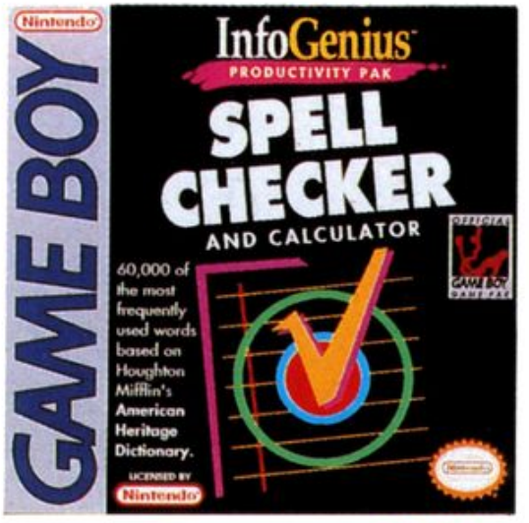
Translate over 12,000 words and 300 phrases from English to French and vice versa, plus, a currency converter.



Houghton Mifflin Spell Checker

The correct spelling of over 60,000 of the most commonly used words from Houghton Mifflin's American Heritage Dictionary.

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SAFETY PRECAUTIONS:

1. This high-precision Game Pak contains complex electronic circuitry. Avoid temperature extremes when storing it or unnecessary shock when moving it.
2. Terminal connectors should not be touched or allowed to get wet or dirty. This can damage the game.
3. Never attempt to open or take apart the Game Pak.
4. Do not clean the Game Pak with paint thinner, benzene, alcohol, or any such solvents.
5. Be certain that the Control Deck POWER BUTTON is turned off when inserting or removing the Game Pak cartridge.

MESSAGE TO THE PLAYERS

This program has been programmed to utilize the full TV screen. Since some older model TV sets have rounded screens, a portion of the image may be blocked out.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception.

It has been type-tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems. "This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary screens or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY: READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily enviroment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epilectic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and / convulsions.

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